

Casino War Rules of Play

revised 10/04/96

CASINO WAR®

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Casino War		Site	Start Date	No. Mths	Initial Order	Current Tables
Kings Casino	AN	Antigua	Nov-94	44	1	1
Atlantis Resort	BA	Bahamas	May-98	2	2	2
Barona	CA	Lakeside	Jun-98	1	1	1
Princess Cruise Lines	CA	Los Angeles	Jun-97	13	2	1
Foxwoods	CT	Mashantucket	Apr-98	3	2	3
Mohegan Sun	CT	Uncasville	Dec-97	7	4	4
President	IA	Davenport	Feb-98	5	1	1
Isle of Capri	LA	Lake Charles	Dec-97	7	2	2
Scotia Prince	ME	Portland	May-98	1	1	1
Palace	MI	Sutton Bay	Feb-97	17	1	1
Casino Magic	MS	Bay St.Louis	May-96	26	1	1
Casino Magic	MS	Biloxi	Mar-96	28	1	1
Lady Luck	MS	Natchez	Dec-97	7	1	1
Silver Star	MS	Philadelphia	Nov-96	20	2	1
Isle of Capri	MS	Vicksburg	Nov-94	44	1	1
Gold Strike	NV	Jean	Dec-97	7	1	1
Nevada Landing	NV	Jean	Dec-97	7	1	1
Caesars Tahoe	NV	Lake Tahoe	Dec-97	7	1	1
Harrah's	NV	Lake Tahoe	Apr-94	51	1	2
Bally's	NV	Las Vegas	Sep-96	22	1	1
Caesars Palace	NV	Las Vegas	Jul-96	24	2	1
Circus Circus	NV	Las Vegas	Oct-96	21	1	1
Excalibur	NV	Las Vegas	Feb-96	29	1	1
Flamingo Hilton	NV	Las Vegas	Nov-97	8	1	1
Golden Gate	NV	Las Vegas	Feb-97	17	1	1
Harrah's	NV	Las Vegas	Oct-94	45	1	2
LV Hilton	NV	Las Vegas	Sep-97	10	1	1
MGM Grand	NV	Las Vegas	Dec-95	31	2	2
Mirage	NV	Las Vegas	Jan-97	18	1	2
Monte Carlo	NV	Las Vegas	Oct-96	21	2	2
New York New York	NV	Las Vegas	Feb-97	17	1	1
O'Sheas	NV	Las Vegas	Nov-97	8	1	1
Sahara	NV	Las Vegas	Jul-95	36	1	1
Treasure Island	NV	Las Vegas	Nov-96	20	1	1
Riverside	NV	Laughlin	May-96	26	1	1
Harrah's	WA	Bow	Jul-96	24	1	1
Tulalip	WA	Marysville	Mar-98	4	1	1
Suquamish	WA	Suquamish	Dec-96	19	1	1
TOTAL INSTALLED			38	16.4		50
Nevada Pending						5
New Jersey						4
Mississippi Pending						2
Louisiana Pending						2
Washington Pending						0
Missouri Pending						1
Nova Scotia Pending						2
Ontario Pending						2
CASINO WAR		TOTALS				55

CASINO WAR®

Casino War® brings new players to and previous players back to the table games. This game is simple, fun, exciting and profitable for the casinos.

Casino Wars® drop in some casinos exceeds Caribbean Stud®, Let it Ride®, Roulette and Pai Gow Poker. Imagine exceeding these games in drop and then holding an astounding 30%. The theoretical hold for the game is 2.3% to 2.8% depending on your optional payout. Casino War's® popularity is exploding simply because anyone can learn the game in a matter of seconds. There is no wrong way to play; so players are not intimidated.

You may be asking yourself, "How can this be possible"? Well, we attribute the popularity of Casino War® to its simplicity and speed of play. Casino War® will produce over nine hundred (**900**) hands per hour. Picture your patrons going head to head with your dealers at that speed, they **will** love it.

Don't let your players leave your casino to play Casino War® next door. Casino War® produces a comparable income to any other specialty **game** on your floor and can be up to six times less expensive. Augment your profits in your pit by offering Casino War® to your patrons for as low as \$200.00 per month.

* licensed for play ~~with~~ the Nevada Gaming Commission, April 1994

* licensed for play ~~with~~ the Mississippi Gaming Commission, February 1995

INTERNAL CONTROLS

CASINO WAR® POLICIES, PROCEDURES, AND INSTRUCTION MANUAL

REVISED 10/04/96

CASINO WAR®

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OVERVIEW

A the beginning of each game each player must make a Casino War@ wager ("Initial Wager"). To win the Initial Wager the **rank** of the player's card must exceed the rank of the dealer's card.

If the player's and dealer's cards have the same **rank** the player is given to option to War ("War") with the "House". The player **must** make another bet equal to their Initial Wager (player loses the **first** tie) to exercise the War option, the dealer also matches the player's initial **wager** and places it next to the player's. The **dealer** then "burns" three cards and deals a card to the player. The dealer "burns" another set of cards and deals a card to themselves. If the player's card has a higher rank than the dealer's card then the player wins the "War". If the player's card has a lower rank than the dealer's card, the player loses. Either way the **winner** of the "War" collects **all** the money on the table and the dealer starts a new game. If the **dealer** and player cards are of equal rank on the "War" the player wins the "War".

If the player chooses not to "War" with the dealer he or she may option to surrender half their Initial **Wager**.

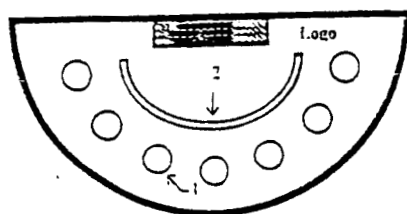
In addition to the Initial Wager, the player may elect, prior to any cards being dealt, to make a Tie wager. To win the "Tie" wager the **ranks** of the player and dealer cards must be equal.

EQUIPMENT SPECIFICATIONS

Casino War® is played using six decks, dealt from a shoe, of standard cards on a specially designed layout for a blackjack table.

CASINO WAR®

Casino War™
Sample
Table Layout

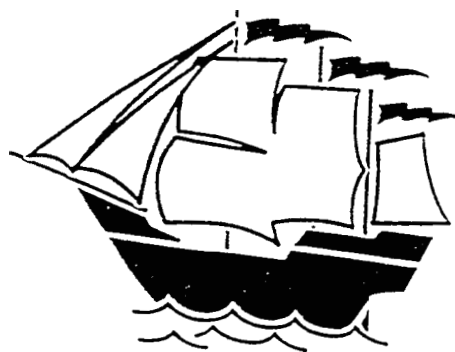


1. Casino War initial wager betting area
2. Tie Bets Pay 10 to 1

LOGO BET Technology's Casino War (Patent Pending)

CASINO WAR®

Casino War™
Sample
Betting Area Layout



DEALING PROCEDURES

New Deck, Shuffle, and Reshuffle

Standard "House" procedures.

Deal

The dealer, from left to right, delivers one (1) card, face up, to each player who has made a qualifying wager. When all players have received a card the dealer places one (1) card, face up, in front of the chip tray for the "House".

Clearing; the Lavout

From right to left, the dealer will either:

1. Collect losing Initial and "Tie" wagers.
2. Pay winning Initial wagers and collect "Tie" wager.
3. With equal rank cards, place Initial Wager on top of card and pay "Tie" wager.

After picking and paying wagers place all cards except War cards in discard rack.

Surrender

If the player chooses not to continue the "War" the player surrenders half their Initial Wager, the card is locked up and the game is over.

Going to War

If the player chooses to continue the "War" the player must place another wager equal to the Initial Wager in the wagering area. The dealer will remove an amount equal to the Initial Wager and place it on the card next to the original (losing) Initial Wager.

The dealer then "burns" three (3) cards and places a card, face up, next to the original player card. The dealer then "burns" three (3) cards and places a card, face up, next to the original "House" card. If the player's card is of equal or greater rank than the dealer's card the player wins all three (3) wagers. If the dealer's card is greater then the dealer places all three (3) wagers in the chip tray.

If the dealer and player tie, the player is paid another wager equal to their Initial Wager

"Tie" wagers can be made prior to the first set of cards dealt and prior to the second set dealt on a War.

GENERAL RULES

1. All cards, except "burn" cards, are dealt face up.
2. Players must make an Initial Wager.
3. Bets on War can only be made by the player who received the Tie.
4. The War wager cannot exceed the Initial Wager.
5. Casino rules apply for a player playing multiple hands.
6. The rank of cards is as follows: Ace (high), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (low)
7. When an Ace is dealt to the player who is at War, he or she is an automatic winner (a tie would make the player a winner), it is not necessary to deal to the dealer if only one player is at War unless that player made a "Tie" wager.
8. If more than one player is at War with the dealer, the dealer deals one plays st a time. three down and one up. and then deals a final set of cards to themselves.

MINIMUM AND MAXIMUM BETS

Minimum bet.....\$ 1.00

Maximum bet.....\$ up to the maximum as authorized by the Washington State
Gambling Commission

PAYOUTS

Initial Wager..... 1 to 1

tie Wager..... 10 to 1

IRREGULARITIES

Irregularities will be handled in accordance with current established procedure and will involve the dealer summoning a Casino Supervisor to the table for resolution.

CASINO WAR®

Operations Manual
&
Dealing Procedures

Prepared by:

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CASINO WAR®

OVERVIEW

At the **beginning** of each game each player must make a Casino War™ wager ("Initial Wager"). To **win** the Initial Wager the **rank** of the **player's** card **must** exceed the **rank** of the **dealer's** card. **Successful** Initial Wagers **will** be paid at a rate of 1 to 1.

If the player's and dealer's cards have the same **rank** the player is given the option to War ("War") with the "House". The player **must** make another bet equal to their Initial Wager (player loses the **first war**) to exercise the War option, the dealer also matches the player's initial wager and places it next to the player's. The **dealer** then **"burns"** three cards and deals a **card** to the player. The dealer **"burns"** another set of cards and deals a **card** to **themselves**. If the **player's card** has a higher **rank** than the **dealer's** card then the player wins the **"War"**. If the player's card has a lower **rank** than the dealer's card, the player loses. Either way the **winner** of the "War" collects all the money on the table and the dealer **starts** a new game. If the dealer and player card are of **equal rank** on **the** second war the player **wins** the war and is paid a bonus equal to their ORIGINAL WAR wager.

If **the** player chooses not to "War" with the dealer he or she may option to have the dealer **give** them back half of their original bet.

In addition to the Initial Wager, the **player** may **elect**, prior to any cards being **dealt**, to make a ("Tie") wager. To **win** the Tie wager the **ranks** of the player and dealer cards must be equal. **Successful** Tie wagers will receive payoffs of 10 to 1. **Additional TIE** wager payoffs are available to tailor your hold percentage to your market.

RULES OF PLAY

The following describes the **rules** and procedures for Casino War™ play:

1. At the start of each new game each player must make an Initial Wager.
2. Each player has the option of making a Tie wager,
3. Each player and the dealer receive one (1) card, face up.
4. The dealer, in turn, compares the **rank** of each player's card with the rank of the dealer's card
 - a. If the player's card has a **higher** rank than the dealer's card the player **wins** even money.
 - b. If the player's card **has** a lower rank than the **dealer's** card the player loses.
 - c. If the player's card is of **equal** rank to the dealer's card the player has two options:
 - 1) Surrender 1/2 of his or her wager.
 - 2) Go to War.
 - ♦ If the player chooses to war with the dealer the player and the dealer make another wager equal to the original wager. The dealer **"burns"** three (3) cards and deals the next to the player. The **dealer** then **"burns"** three (3) cards and deals the next to themselves. The dealer then compares the rank of the cards.

CASINO WAR®

- If the player card outranks the dealer card, the player **wins** all the money on the table.
 - ◆ If the dealer card outranks the player card, the player loses.
 - If the dealer and player cards are of **equal** rank, the player wins and is paid a bonus **equal** to their ORIGINAL WAGER
 - ◆ If more **than** one player is **at war** with the dealer the dealer deals one player at a time, three down and one up and deals a **final** set of **cards** to themselves
5. After all wagers are **settled** the dealer starts a new game.
6. The **"TIE"** wager **must** be **made** prior to the cards being dealt per round. If this wager is made and the cards match in **rank** then the player is paid 10 to 1 when the dealer gets to that players **hand**.

GENERAL RULES:

1. All cards, except **"burn"** cards, are dealt face up.
2. Players must make an Initial Wager.
- 3.. Bets on War **can only** be made by the player who received the Tie.
4. The War wager cannot exceed the Initial Wager.
5. Casino War™ **minimum** and **maximum** wagers will be determined by the "House".
6. Casino rules apply for a player playing **multiple** hands.
7. A six or eight deck shoe is **recommended** due to the quickness of play.
8. The rank of cards is as follows Ace (high), King, Queen, Jack etc, etc, The **"face"** cards are not value cards they are valued according to poker ranks.

NOTE: When a players and the dealers card match we recommend taking their money and placing it directly on their card.

Then you can take down 1/2 their wager if they surrender ...OR ... The player and the dealer can match the players initial wager. The dealer places their share next to the money placed on the players card and the **player** places their money in the original wagering spot. The dealer then deals out the cards and **winner** takes all.

This procedure of leaving the money on the table will serve two purposes;

- 1) The players money is still on the **table** (even though ties lose)
- 2) Both the player and the dealer know how much money to press or how much will be taken down. If the money is **placed** directly into the tray, both the dealer and the player may not remember how much money **was** in the original wager.

CASINO WAR®

TOKE BETS FOR THE DEALERS:

A. When the player **makes** a bet for the dealer the dealer **will follow** regular house rules for **matching** the toke wager. **If the** player loses the dealer picks up **all** bets, if the player **wins** both the **regular** WAR wager and the toke wager are paid even money.

B. When the player **ties** with the dealer and chooses to mender **half** the wager the dealer **also takes** the toke wager, **splits** it in **half**, puts one **half** in the tray and leaves the other **half** for the player to decide to give it to the dealer.

C. When the player ties with the dealer and chooses to go to WAR

1. The player may match the **initial** Toke wager and so will the house, if the player wins they **can** push the money to the dealer if **they** lose **all** the money is picked up and placed **into** the tray. **If** another "TIE" occurs, both the Player and the Dealer receive the bonus.

2. **If the player** chooses not to match the **original** toke wager, the player then chooses to surrender the toke wager therefore, the dealer splits the toke **wager** in **half**, places half into the tray and leaves **the** other **half** for the player to decide to give it to the dealer. **Then** the WAR resumes.

D. Toke bets can be made under the same conditions as any normal wager this includes the Tie wage.

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Casino War

02/03/97

	HIGHER	LOWER	TIE	%HIGHER	%LOWER	%TIE
A	0	288	23	0.000000	0.926045	0.073955
K	24	264	23	0.077170	0.848875	0.073955
Q	48	240	23	0.154341	0.771704	0.073955
J	72	216	23	0.231511	0.694534	0.073955
10	96	192	23	0.308682	0.617363	0.073955
9	120	168	23	0.385852	0.540193	0.073955
8	144	144	23	0.463023	0.463023	0.073955
7	168	120	23	0.540193	0.385852	0.073955
6	192	96	23	0.617363	0.308682	0.073955
5	216	72	23	0.694534	0.231511	0.073955
4	240	48	23	0.771704	0.154341	0.073955
3	264	24	23	0.848875	0.077170	0.073955
2	288	0	23	0.926045	0.000000	0.073955
DECKS	6			0.46302251	0.46302251	0.07395498
				Hold%		Ties
Percent of Hands Going to War				0.07395498	Odds	13.5217391
					Payoff	10
% of Wars Won by Casino				0.03424282	Hold%	0.18649518
% of Wars Lost by Casino				0.03424282		
% of War (Second) Ties				0.00546934		
Payoff for War Losses				2		
Payoff for War Ties				3		
House Win on Initial Wager				0.07395498		
House Loss on War						-0.0506508
<u>Net Hold % for House</u>						<u>2.3304%</u>

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27 May 1993

Russell Hebert
BET Technology
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Carson City, NV 89706

Mr. Hebert,

I have reviewed your paper on the game of Casino War. I do not see any way a card counter could get an edge at this game.

Your statistics are accurate. For a 2:1 payoff on the war bet, the house edge is precisely half the probability of a tie: 3/102 for one deck, 7/206 for two decks, and so on.

I have a suggestion for speeding play and reducing the house edge a bit. My suggestion is player wins ties on war bets. With a 2:1 payoff on all winning war bets (including ties!), player wins ties would cost the casino 1.5 times the square of the probability of a tie. The casino's overall edge then would range from 2.4% on single deck to 2.9% on eight decks, as follows:

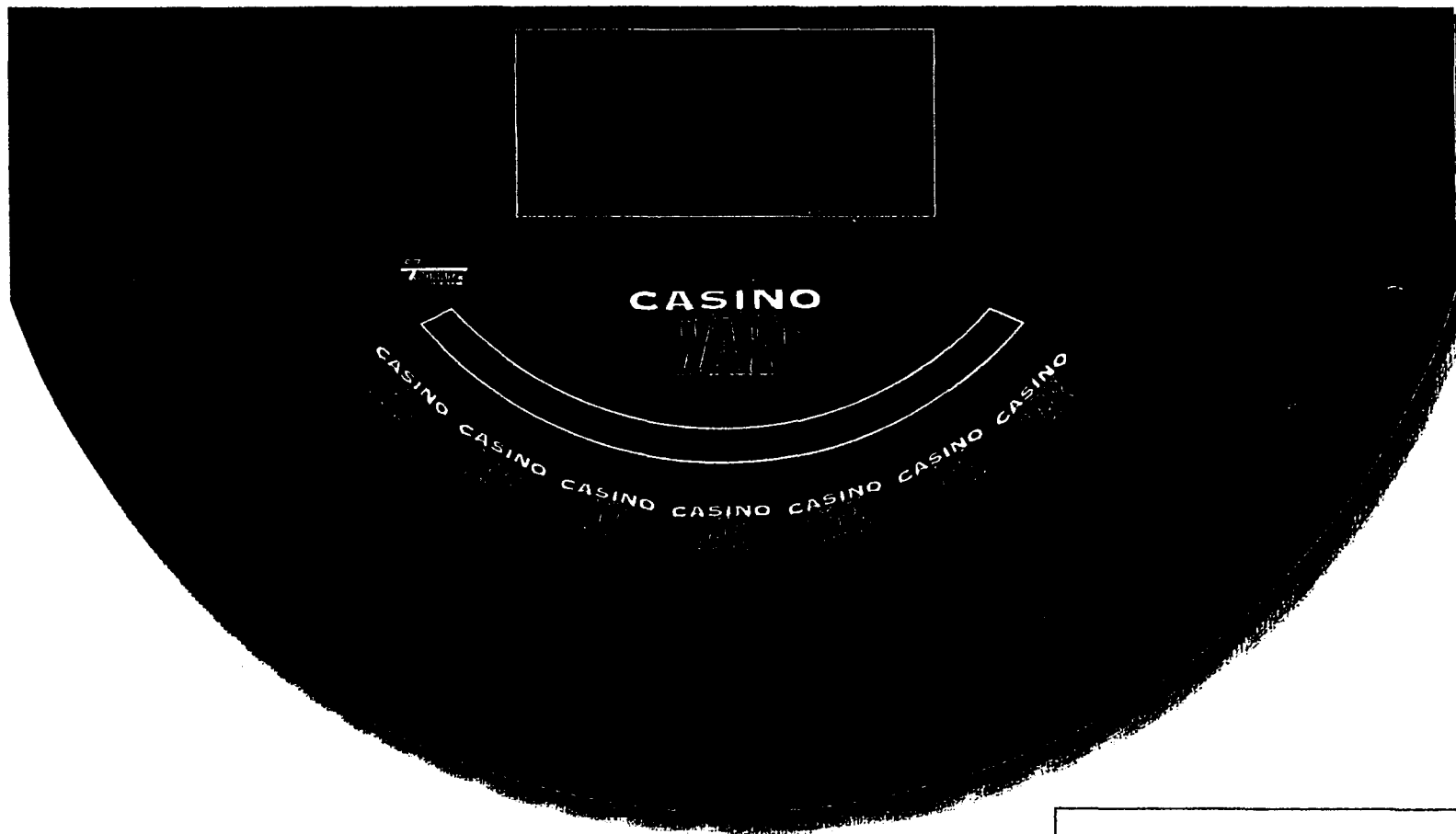
decks	tie	$1/2 \times \text{tie}$	$1.5 \times \text{tie sq}$	casino edge
1	3/51	2.9412%	0.5190%	2.4221%
2	7/103	3.3951	0.5928	2.7053
4	15/207	3.6232	0.7876	2.8355
6	23/311	3.6977	0.8204	2.8773
8	31/415	3.7349	0.8370	2.8980



Stanford Wong



Black Jack Table Layout



This artwork depicts the actual layout to be manufactured, including designs and colors.
Colors will vary through reproduction.

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Date _____
☐ OK ☐ OK with Changes ☐ Make Changes & Re-Proof

Signature

CASINO WAR®

<u>Number of Tables</u> (per Company)	<u>Monthly License Fee</u> (per Table)
1	\$350.00
2	\$325.00
3	\$300.00
3	\$275.00
5 to 9	\$250.00
10 to 20	\$225.00
21 or more	\$200.00

Number of Tables (per Company) is defined as all licensed table games from BET Technology, Inc. installed within the Company, its parent, subsidiaries or **affiliates**.

Signage

5 x 7 Custom table paychart	\$ 15.00 each
5 x 7 Plastic paychart holder	\$ 10.00 each
22 x 28 Poster Sign	\$100.00 each
Light Sign Model 1W	(Price Available on Request)

Layouts

Generic - No Casino Logo	\$ 85.00 each
Custom	order direct from your source

- * Orders are subject to the prior approval of BET Technology, Inc.
- * Prices are FOB shipping point.
- * Purchase Orders and/or License Agreements are required by BET Technology,-Inc.
- * Prices in U.S. Dollars.
- * Taxes are the responsibility of the Purchaser.
- * Return checks are subject to a \$25.00 service charge.
- * **Terms:** Net 30 days from Invoice Date. Late payments are subject to finance charges, calculated monthly on all past due amounts, at the **legal** limit approved by the State or 18% per **annum** whichever is less.